

ROAD MOVEMENT CALCULATIONS

TIME, DISTANCE, AND RATE FORMULAS

TO FIND:

TIME:

DISTANCE (HOW FAR YOU ARE TRAVELING) IN MILES *TIMES 60 DIVIDED* BY YOUR "RATE OF MARCH"
(HOW FAST YOU ARE GOING)

$$\text{TIME} = \frac{\text{Distance to travel in (miles)} \times 60}{\text{Rate of march (MPH)}} = \text{Travel time in minutes}$$

DISTANCE:

MULTIPLY THE *RATE* BY THE *TIME* (IN MINUTES) AND THEN *DIVIDE* BY 60 TO CONVERT TO MPH/KPH

$$\frac{\text{RATE} \times \text{TIME}}{60}$$

RATE:

DIVIDE THE DISTANCE BY THE TIME (IN MINUTES), THEN *MULTIPLY* BY 60 TO CONVERT TO MPH/KPH
(ROUND UP)

$$\text{RATE} = \frac{\text{DISTANCE}}{\text{TIME}} \times 60$$

ALWAYS ROUND UP FOR TIME, DISTANCE AND RATE FORMULAS

DENSITY FORMULA

$$\frac{1760}{\text{veh gap} + \text{avg veh length in yards}} \quad \leftarrow \text{ROUND RATHER THAN ALWAYS ROUND UP}$$

CALCULATING THE *AVERAGE VEHICLE LENGTH IN YARDS:*

STEP 1: Use TB 55-46-1 to find the length of vehicles. NOTE that all vehicle lengths are given in inches (note unions)

STEP 2: Add all vehicle lengths together

STEP 3: Divide by the number of vehicles

STEP 4: Divide the average length (given in inches) by 36 (*because there are 36 inches in 1 yard*) (ROUND UP)

TO FIND DENSITY:

1. Add the vehicle gap in yards to the average vehicle length in yards
2. Divide 1760 yards by total of vehicle gap and vehicle length in yards (ROUND)

PASS TIME FORMULA

$$\frac{\text{\# of vehicles} \times 60}{\text{Density} \times \text{Rate}} + \text{Time Gaps}$$

TO FIND **PASS TIME:**

1. Multiply the total number of Vehicles by 60 (**60 is a constant**)
2. Multiply the Density by the Rate
3. Divide (# of Vehicles times 60) by (Density times Rate)
4. **ROUND UP** the answer and **ADD TIME GAPS**

ALWAYS ROUND UP FOR PASS TIME

ROAD MOVEMENT TABLE

1. Complete the **ETA** column **first**
2. Complete the **ETD** row **second**
3. Pass time is only added across the row with break (to get ETD)
4. Breaks are added to both, column **and** row

	ETA		+	+		ETD
			break	pass time	=	
1	2					
SP		+		+	=	
+ break @ SP						
+ travel time						
=CP1		+		+	=	
+ break @ CP1						
+ travel time						
=CP2		+		+	=	
+ break @ CP2						
+ travel time						
=CP3		+		+	=	
+ break @ CP3						
+ travel time						
=CP4		+		+	=	
+ break @ CP4						
+ travel time						
=CP5		+		+	=	
+ break @ CP5						
+ travel time						
=CP6		+		+	=	
+ break @ CP6						
+ travel time						
=RP		+		+	=	